

Fig. 1

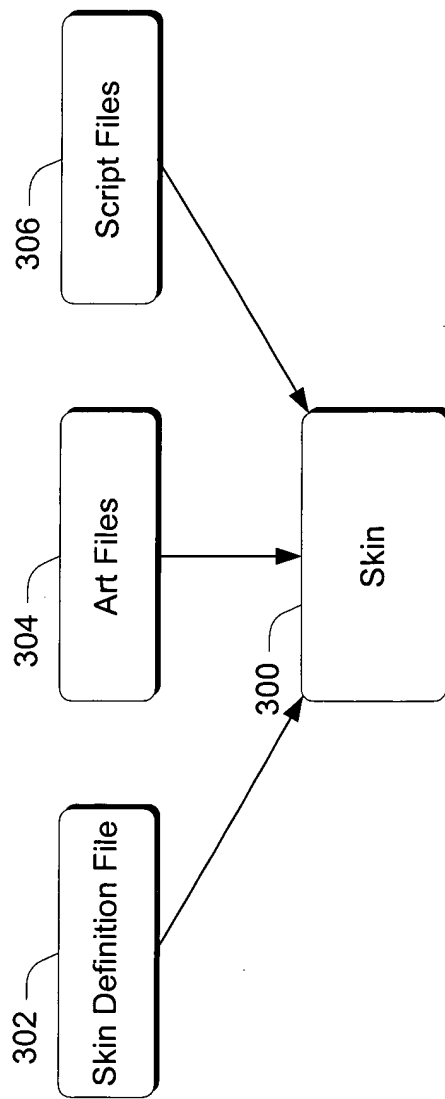
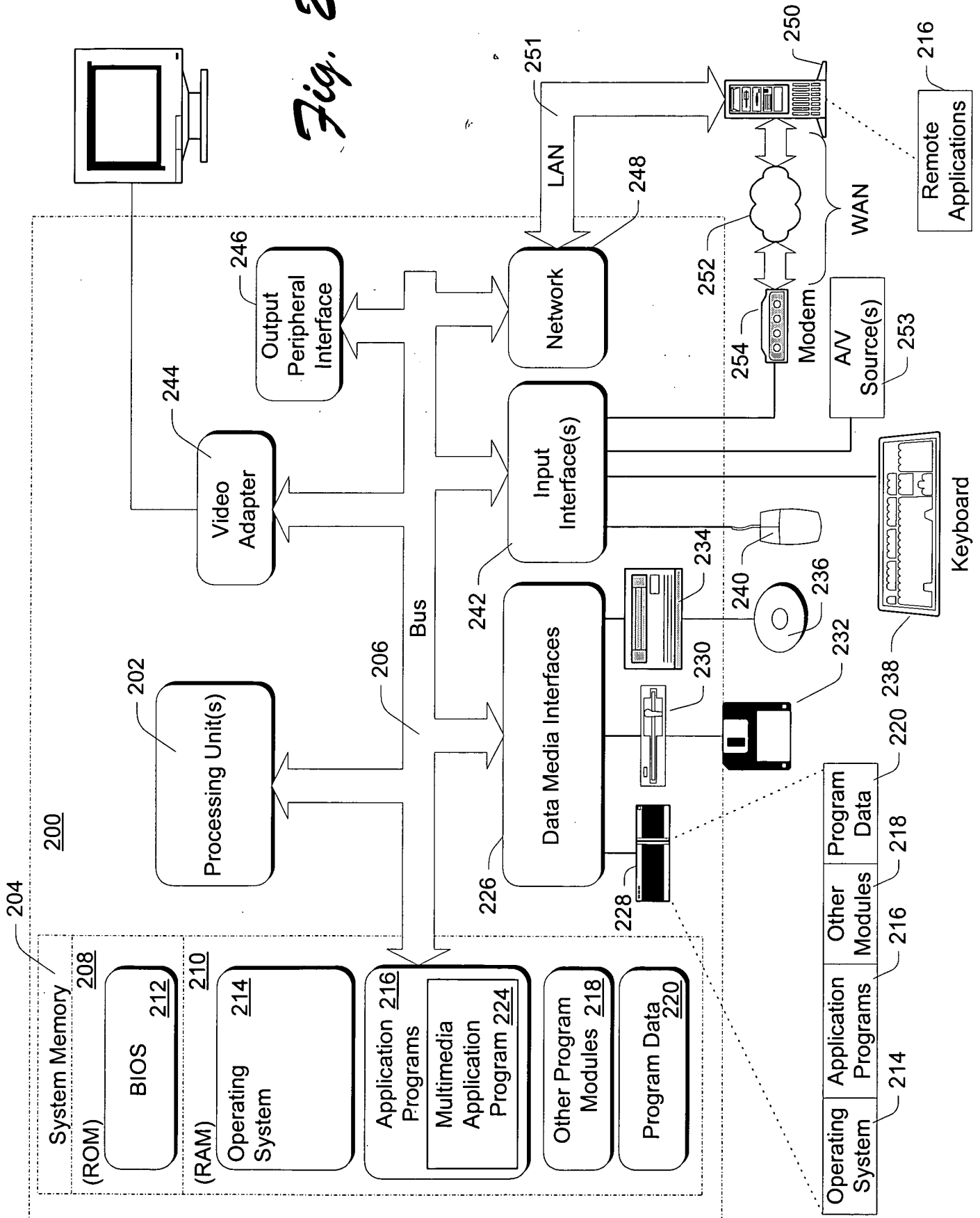


Fig. 3

Fig. 2



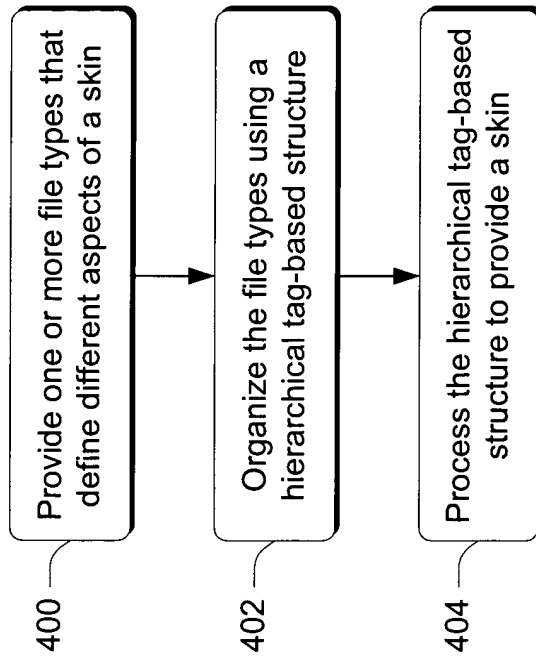
*Fig. 4*

FIG. 10

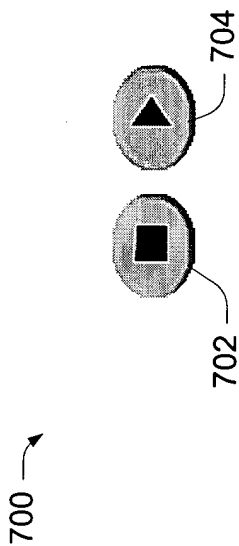


Fig. 7

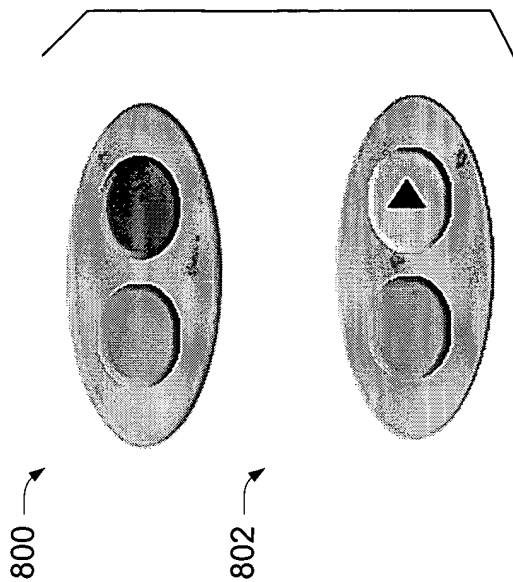


Fig. 8

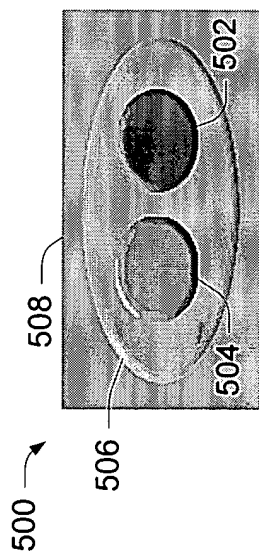


Fig. 5

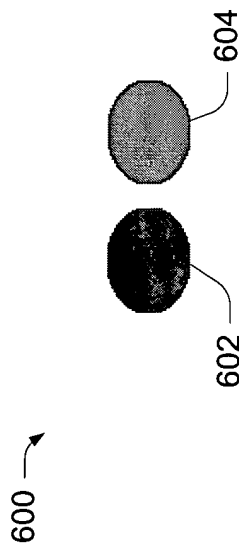


Fig. 6

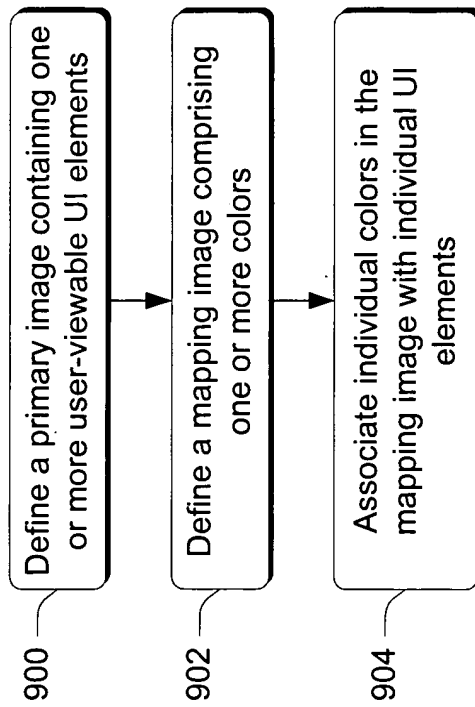


Fig. 9

1000 → <THEME>
<VIEW>
clippingColor = "#CCCC00"
backgroundImage = "background.bmp"
titleBar = "false">

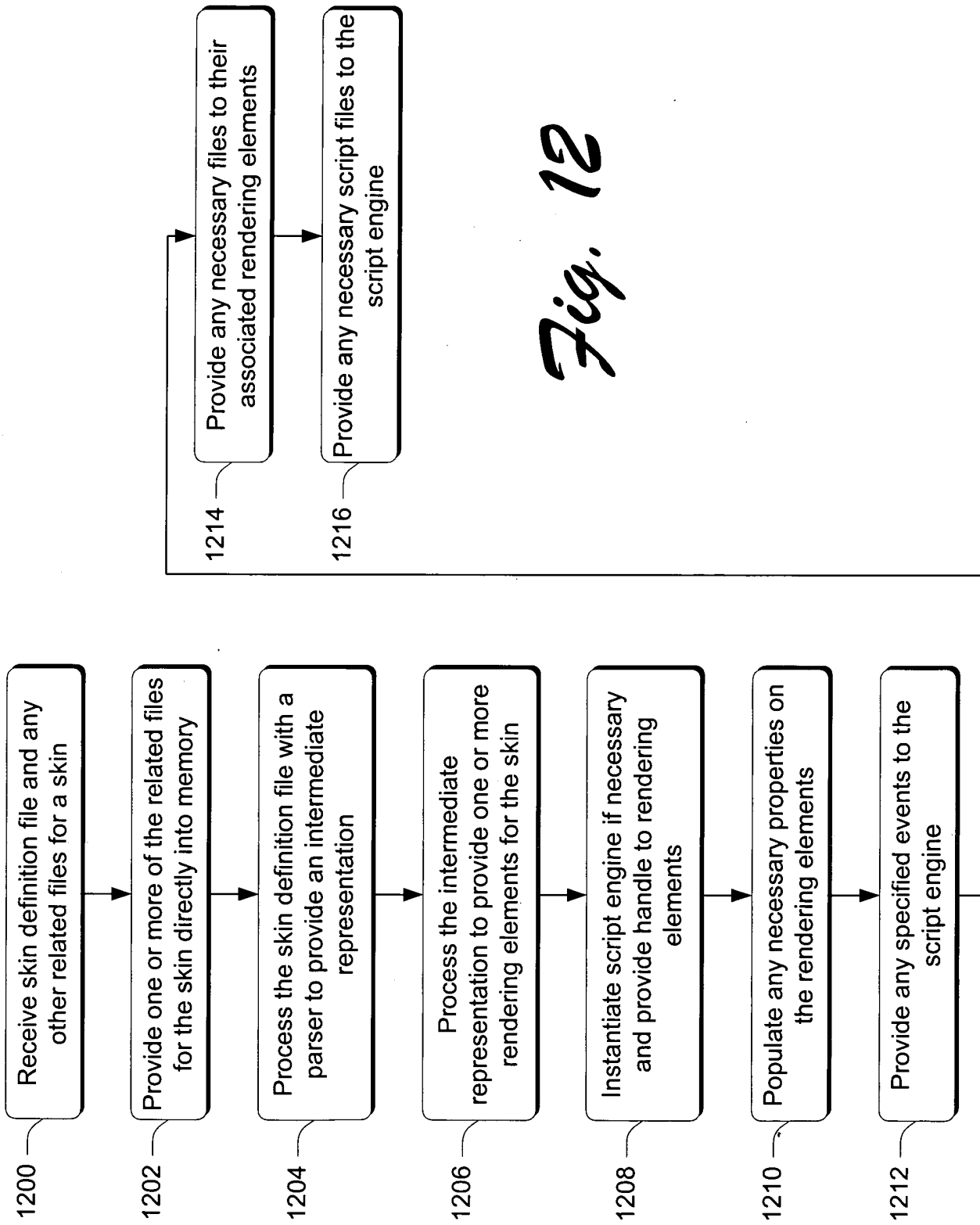
<BUTTONGROUP
mappingImage = "map.bmp"
hoverImage = "hover.bmp">

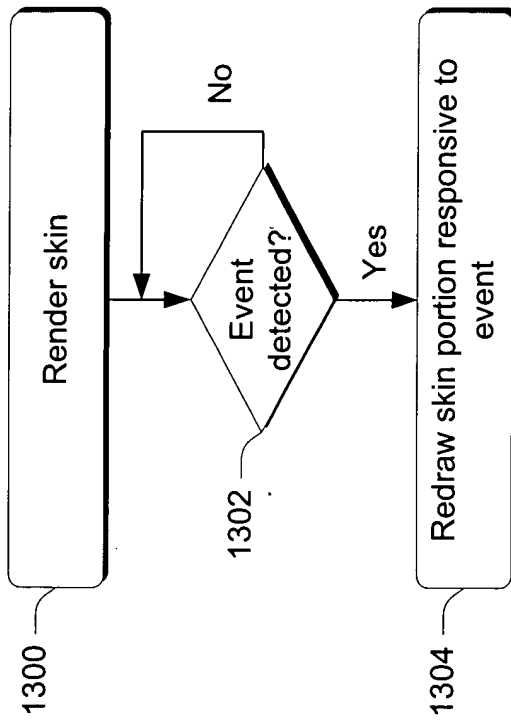
<PLAYELEMENT
mappingColor = "#00FF00"/>

<STOPELEMENT
mappingColor = "#FF0000"/>

</BUTTONGROUP>
</VIEW>
</THEME>

Fig. 10

*Fig. 12*

*Fig. 13*

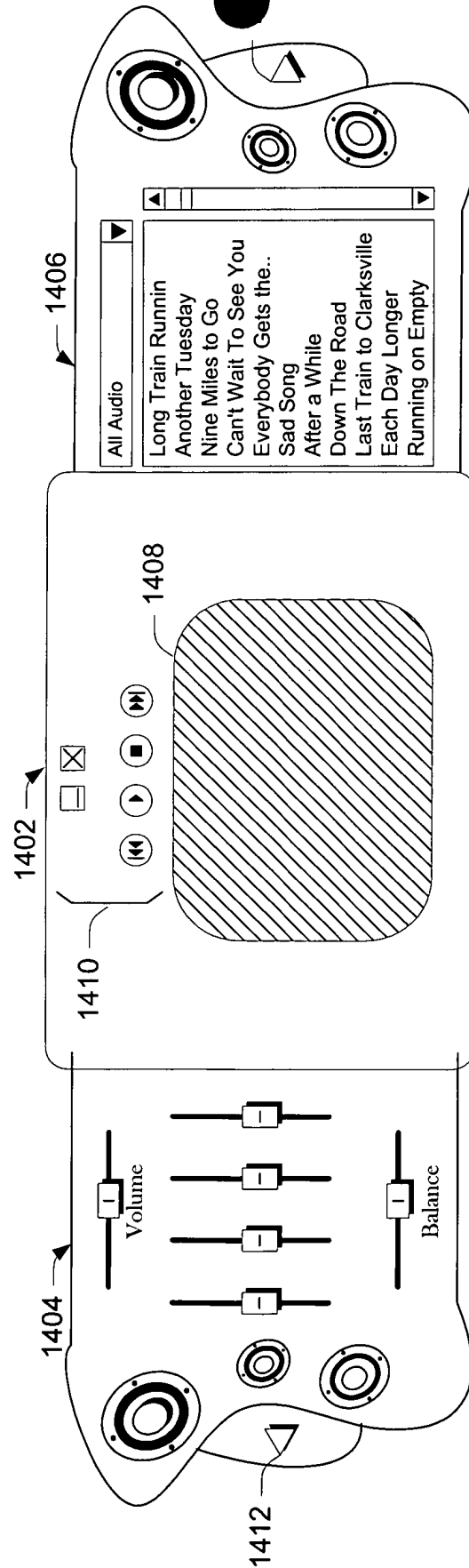
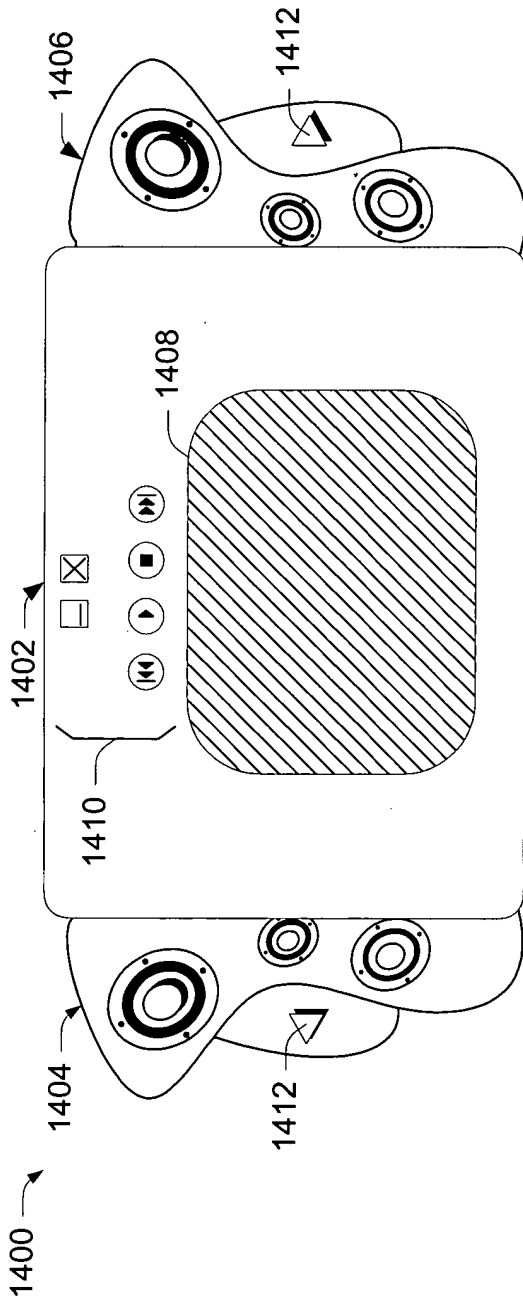


Fig. 14

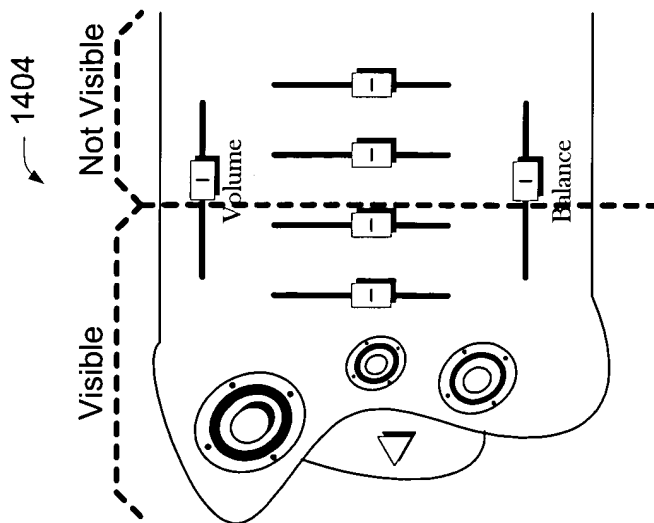


Fig. 15

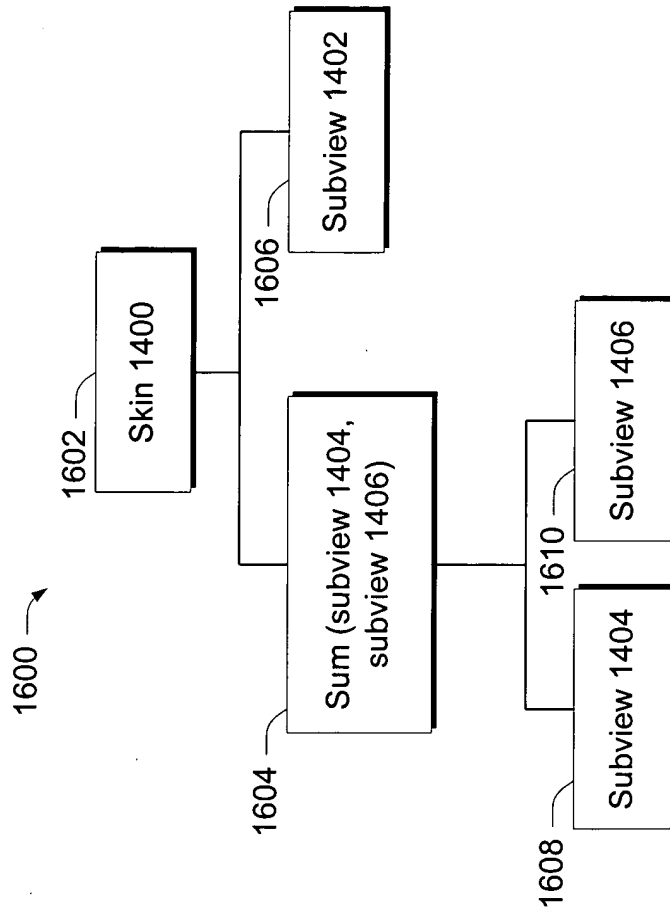
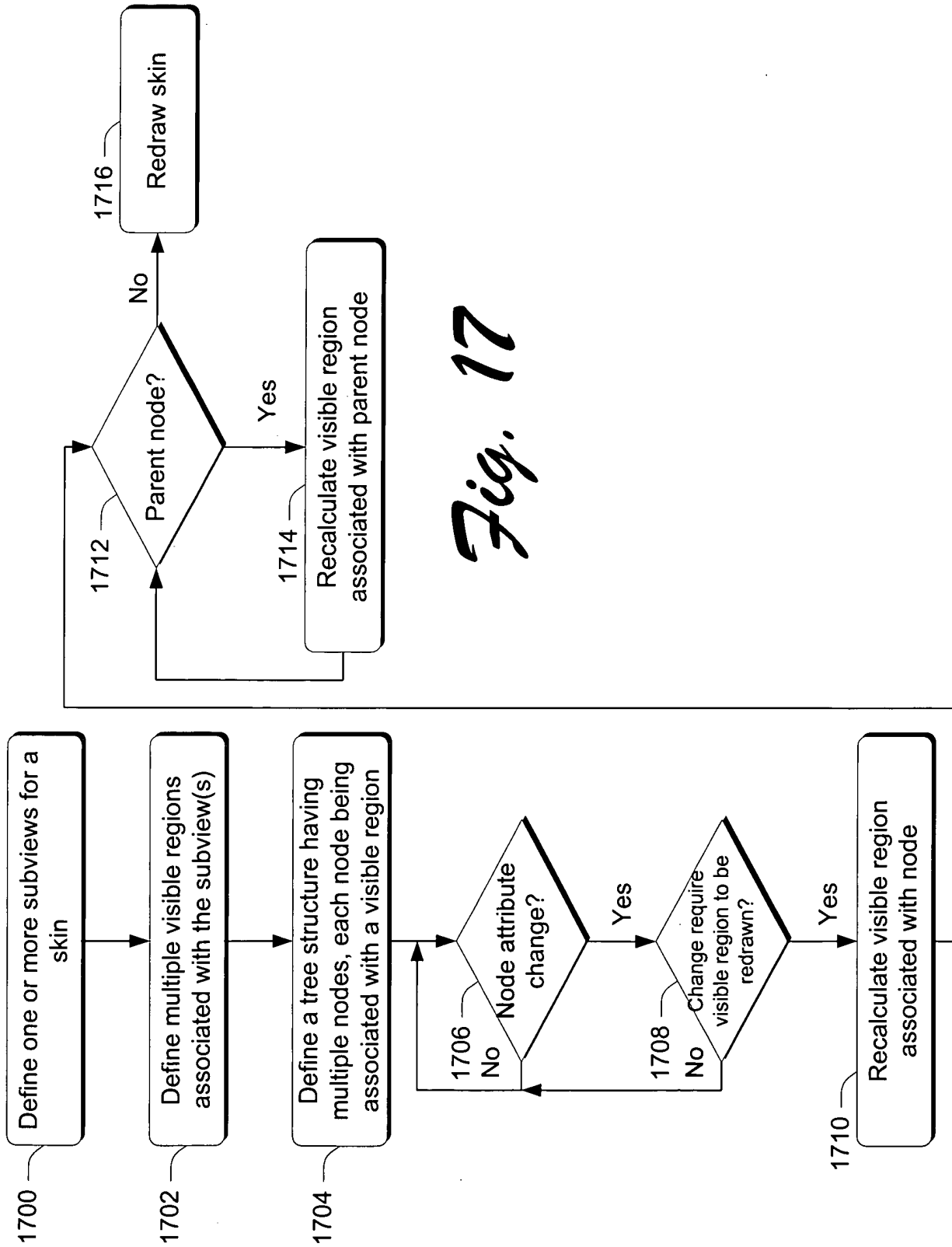


Fig. 16



```

<THEME>
<VIEW>
<PLAYER>
  <SETTINGS>
    volume_onchange="volumeslider.value = volume;" >
  </SETTINGS>
</PLAYER>
<SLIDER>
  id="volumeslider"
  min="0"
  max="100"
  onpositionchange="player.settings.volume = value;" >
</SLIDER>
</VIEW>
</THEME>

```

Fig. 18

```

<THEME>
<VIEW>
  <BUTTON
    id=play
    visible="TRUE" />
  <BUTTON
    id=pause
    visible="wmpprop:play.visible" />
</VIEW>
</THEME>

```

Fig. 20

```

<THEME>
<VIEW>
  <SLIDER>
    min="0"
    max="100"
    value="wmpprop:player.settings.volume"
    onpositionchange="player.settings.volume = value;" >
  </SLIDER>
</VIEW>
</THEME>

```

Fig. 19

```

skin.wms
<THEME>
<VIEW>
  <PLAYER>
    playstatechange="EnablePlayButton();"
    openstatechange="EnablePlayButton();"
  </PLAYER>
  <PLAYBUTTON
    id="play"
    image="play.bmp"
    disabledimage="play_disabled.bmp"
    onpositionchange="player.settings.volume = value;" >
  </PLAYBUTTON>
</VIEW>
</THEME>

skin.js
function EnablePlayButton ()
{
  play.enabled = (player.playState != wmppsPlaying) &&
    (player.openState == wmposMediaOpen);
}

```

Fig. 21

```

<THEME>
<VIEW>
  <PLAYBUTTON
    image="play.bmp"
    disabledimage="play_disabled.bmp"
    enabled="wmpenabled:player.controls.play();" >
  </PLAYBUTTON>
</VIEW>
</THEME>

```

Fig. 22

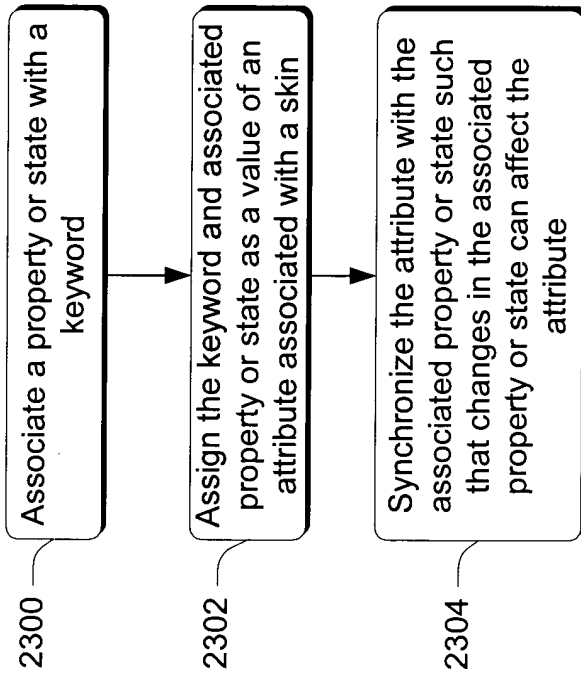


Fig. 23

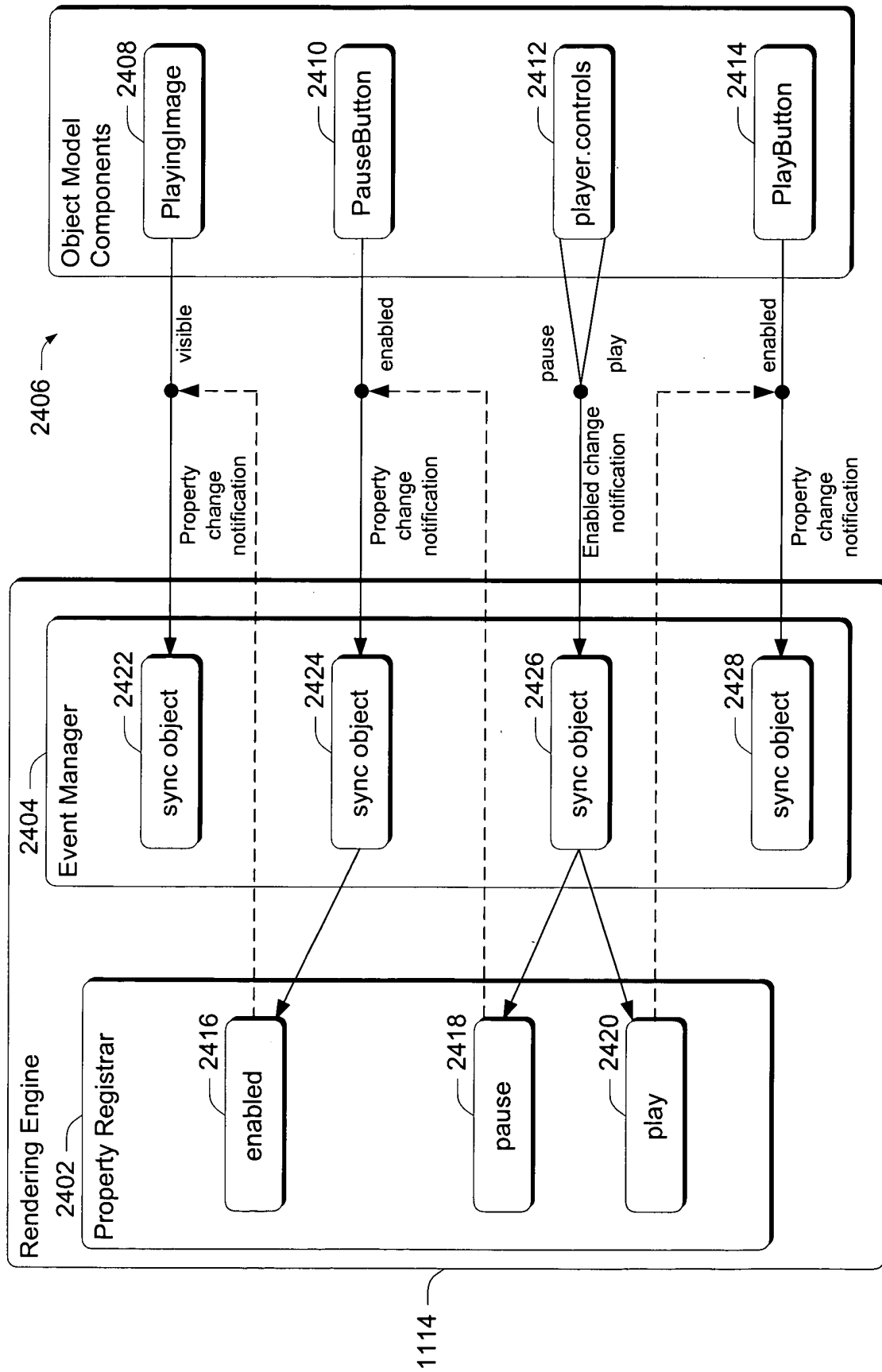
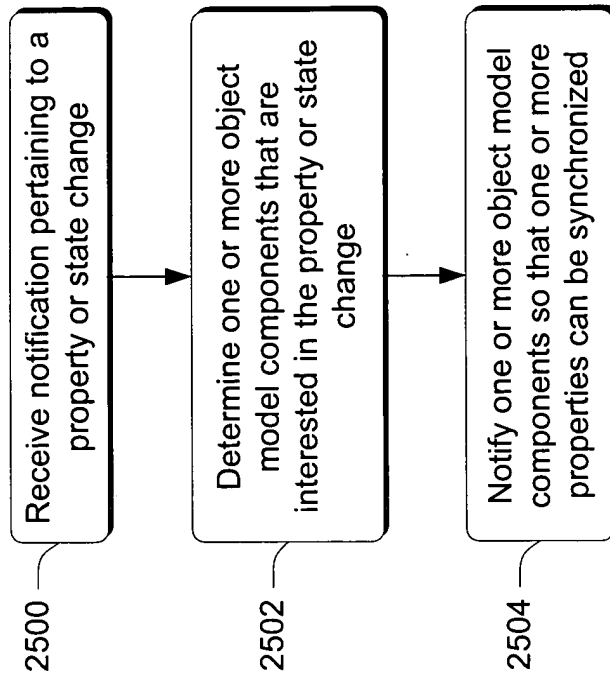


Fig. 24

*Fig. 25*